Burnaby, CA # Ash Outadi **arash.out@gmail.com**

Experience

Software Engineer **Ravelin** **Sep 2017 - Aug 2018**

Full stack engineer primarily developing and maintaining customer facing dashboard built with Angular and powered by Go micro-services

- Added end-to-end tests to Angular dashboard to catch regressions during critical user paths
- Upgraded various parts of CI pipeline to ultimately reduce build times by 50%
- Improved/implemented many new features of graph visualizations, including closest neighbors highlighting and various filters
- Built a critical chrome extension used daily by the sales team for prospecting

Angular, TypeScript, Golang, Cirlcle CI, Docker, D3, React

Engineering Co-op Student **Andritz Ltd** **May 2016 - Dec 2016**

- Created a suite of Excel tools saving PMs 10 hours every week
- Significantly reduced time spent searching for SAP materials with small database app

Python, SQLite, VBA, SAP, Excel

Data Analyst **Canadian Logistics** **Dec 2015 - Sep 2016**

- Automated daily manual processing task saving 2 hours per day
- Improved hiring practices through visualization of low retention rates associated with certain labor agencies

Python, VBA, Excel

Education

Vancouver, BC **University of British Columbia** **Sep 2013 - May 2019**

- Bachelor of Applied Science in GPA: 3.6/4.3

Projects

- **JobBot** (Github) *Python, Selenium, XPath, NLP,*
  The bot that landed me my job at Ravelin! It's automatically able to apply to job listings using personalized cover letter based on keywords from the job description.
- **Improved UBC Transcript** (Github) *Python, Flask, TypeScript, MongoDB,*
  Bookmarklet that enhances and beautifies the unofficial UBC transcript, it gets about 450 hits per month and is included as a sidebar resource on the r/UBC subreddit!
- **Cell Sorting Research Project** (Github) *OpenCV, Pandas, scikit-learn, C#,*
  Building an automated pipeline to cluster cells using features embedded in hidden layers of DCNN
- **Blob Combat Simulation** (Github) *C++, SFML, QtCreator, Eigen,*
  Combat simulation where 'blobs' evolve over time using neural networks and genetic algorithms. Includes fast-forward button to significantly reduce training time.